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Docket No. F-6917

Scr. No. 09/816,204

**AMENDMENTS TO THE CLAIMS:**

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A game system for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane of a display, comprising:

a polygon drawing means for drawing a polygon [[with]] of the three-dimensional object and displaying the polygon in a frame image presented on the display, the polygon having a first texture representative of a surface of the three-dimensional object and imposed on the polygon of the three-dimensional object, said first texture including a mixing ratio of the first texture which affects drawing of another a second texture onto the first texture so as to determine a mixing of the first texture and the second texture, wherein the second texture is also representative of the surface of the three-dimensional object;

a calculating means for calculating two-dimensional coordinates of [[a]] the second texture, which is a still image texture prepared in advance, by projectively transforming three-dimensional coordinates of vertexes of the polygon of the three-dimensional object, drawn by the polygon drawing means, onto an imaginary

Docket No. F-6917

Ser. No. 09/816,204

two-dimensional plane which is prepared in advance and corresponds to [[the]] two-dimensional coordinates of the second texture to produce two-dimensional vertex coordinates of the second texture which correspond to projections of the three-dimensional coordinates of the vertexes of the polygon of the three-dimensional object;

a second texture drawing means for drawing the second texture ~~, which is a still image texture prepared in advance,~~ on the polygon drawn by the polygon drawing means based on displayed of the three-dimensional object, the drawing of the second texture being effected using the two-dimensional vertex coordinates of the second texture calculated by the calculating means to determine a portion of the second texture drawn on the polygon, wherein the first texture and the second texture are mixed to effect transparency based on said mixing ratio of said first texture to effect the drawing of the second texture onto the first texture; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon of the three-dimensional object drawn by the polygon drawing means and displayed in the display, the moving being effected by successively varying [[the]] two-dimensional vertex coordinates of the portion of the second texture used by the second texture drawing means in time-series relative to the previously calculated two-dimensional vertex coordinates of the second texture previously calculated by projectively transforming the three-dimensional coordinates of vertexes of the polygon, so that

Docket No. F-6917

Ser. No. 09/816,204

the second texture ~~picture~~ appears to be a ~~moving~~ as an image moving relative to the polygon when displayed.

2-3. (Canceled)

4. (Original) The game system according to claim 1, wherein luminance of colors of the second texture are different in different areas in the second texture.

5. (Original) The game system according to claim 1, wherein luminance of colors of the second texture vary in proportion to coordinate value in either one direction of the two-dimensional coordinates if the two-dimensional coordinates are fixed.

6. (Currently Amended) The game system according to claim 1, wherein a part of the second first texture undergoes an affect of gradation by the [[first]] second texture resulting from the first texture and second texture being mixed.

7. (Cancelled) The game system according to claim 6, wherein the gradation is executed by mixing the colors of the first texture and the colors of the second texture with a predetermined mixing ratio.

Docket No. F-6917

Ser. No. 09/816,204

8. (Currently Amended) An image drawing method for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane of a display, comprising the steps of:

drawing a polygon [[with]] of the three-dimensional object and displaying the polygon in a frame image presented on the display, the polygon having a first texture representative of a surface of the three-dimensional object and imposed on the polygon of the three-dimensional object, said first texture including a mixing ratio of the first texture which affects drawing of another a second texture onto the first texture so as to determine a mixing of the first texture and the second texture, wherein the second texture also representative of the surface of the three-dimensional object;

calculating two-dimensional coordinates of [[a]] the second texture, which is a still image texture prepared in advance, by projectively transforming three-dimensional coordinates of vertexes of the polygon of the three-dimensional object, drawn by the polygon drawing step, onto an imaginary two-dimensional plane which is prepared in advance and corresponds to [[the]] two-dimensional coordinates of the second texture to produce two-dimensional vertex coordinates of the second texture which correspond to projections of the three-dimensional coordinates of the vertexes of the polygon of the three-dimensional object;

Docket No. F-6917

Ser. No. 09/816,204

drawing the second texture ~~which is a still image texture prepared in advance;~~ on the polygon drawn by the polygon drawing step based on displayed of the three-dimensional object, the drawing of the second texture being effected using the two-dimensional vertex coordinates of the second texture calculated by the calculating step to determine a portion of the second texture drawn on the polygon, wherein the first texture and the second texture are mixed to effect transparency based on said mixing ratio of said first texture to effect the drawing of the second texture onto the first texture; and

simulatively moving in the display the second texture, drawn by the second texture drawing step, on the polygon drawn by the polygon drawing step by successively varying the two-dimensional coordinates of the second texture in time-series relative to the previously calculated two-dimensional vertex coordinates so that the second texture picture appears to be a moving image relative to the polygon when displayed.

~~simulatively moving in the display the second texture, drawn by the second texture drawing step, on the polygon~~ of the three-dimensional object drawn by the polygon drawing step and displayed in the display, the moving being effected by successively varying [[the]] two-dimensional vertex coordinates of the portion of the second texture used by the second texture drawing step in time-series relative to the previously calculated two-dimensional vertex coordinates of the second texture previously calculated by projectively transforming the three-dimensional

Docket No. F-6917

Scr. No. 09/816,204

coordinates of vertexes of the polygon, so that the second texture picture appears ~~to be a moving~~ as an image moving relative to the polygon when displayed.

9. (Canceled)

10. (Currently Amended) A computer-readable storage medium carrying [[a]] an executable game program for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane of a display, the executable game program ~~controls being~~ comprised to configure a computer to function as:

a polygon drawing means for drawing a polygon [[with]] of the three-dimensional object and displaying the polygon in a frame image presented on the display, the polygon having a first texture representative of a surface of the three-dimensional object and imposed on the polygon of the three-dimensional object, said first texture including a mixing ratio of the first texture which affects drawing of another a second texture onto the first texture so as to determine a mixing of the first texture and the second texture, wherein the second texture is also representative of the surface of the three-dimensional object;

a calculating means for calculating two-dimensional coordinates of [[a]] the second texture, which is a still image texture prepared in advance, by projectively

Docket No. F-6917

Ser. No. 09/816,204

transforming three-dimensional coordinates of vertexes of the polygon of the three-dimensional object, drawn by the polygon drawing means, onto an imaginary two-dimensional plane which is prepared in advance and corresponds to ~~[[the]]~~ two-dimensional coordinates of the second texture to produce two-dimensional vertex coordinates of the second texture which correspond to projections of the three-dimensional coordinates of the vertexes of the polygon of the three-dimensional object;

a second texture drawing means for drawing the second texture ~~;~~ which is a still image texture prepared in advance; on the polygon ~~drawn by the polygon drawing means based on~~ displayed of the three-dimensional object, the drawing of the second texture being effected using the two-dimensional vertex coordinates of the second texture calculated by the calculating means to determine a portion of the second texture drawn on the polygon, wherein the first texture and the second texture are mixed to effect transparency based on said mixing ratio of said first texture to effect the drawing of the second texture onto the first texture; and

a texture moving means for ~~simulatively~~ moving in the display the second texture, drawn by the second texture drawing means, on the polygon of the three-dimensional object drawn by the polygon drawing means and displayed in the display, the moving being effected by successively varying ~~[[the]]~~ two-dimensional vertex coordinates of the portion of the second texture used by the second texture drawing means in time-series relative to the ~~previously calculated~~ two-dimensional

Docket No. F-6917

Ser. No. 09/816,204

vertex coordinates of the second texture previously calculated by projectively transforming the three-dimensional coordinates of vertexes of the polygon, so that the second texture picture appears ~~to be a moving~~ as an image moving relative to the polygon when displayed.

11. (Canceled)